

SUMMARY

I am currently a lead industrial designer at Intel Labs working in the Systems Prototyping Lab . In addition to this role I also participate in user experience research, interaction design, and user interface design. In 2015 I completed my masters of fine arts in Applied Craft & Design, a joint MFA program between the Pacific Northwest College of Art and Oregon College of Art and Craft where I explored non-invasive computational interfaces, illustration techniques, and biodegradable materials. I also designed and programmed wearable devices using Arduino and conductive fabrics. For my dissertation I built a virtual reality installation employing Oculus Rift, Leap Motion hand tracking, and a built from scratch multi-touch surface to understand the interplay of communication across different types of visual and tactile interfaces. I also currently hold a position as affiliate faculty at PNCA and I teach workshops focused on the unification of virtual reality, computer assisted drafting, and observational drawing and sculpting, as well as lead symposia on technology and its role in design evolution. My personal work as an artist ranges from electronic and analog music production, fine art illustration, on to digital interactive multimedia installations.

EXPERIENCE

March 2016 - Present	Intel Corp	Hillsboro, OR
Lead Industrial Designer/Interaction Designer - Wearables Experiences Lead Industrial Designer/Interaction Designer - Tangible Systems Group Lead Industrial Designer - Systems Prototyping Lab		
July 2015 - March 2016	Intel Corp	Hillsboro, OR
Lead UX Designer/UX Technologist - User Experience Innovations		
January 2015 - May 2015	Intel Corp	Hillsboro, OR
UX Technologist Intern - HLS User Technology Prototyping Team		
May 2014 - December 2014	Intel Corp	Hillsboro, OR
UX Design Intern - Health Strategy and Solutions		
Spring 2014 - Summer 2014	QuarterTwenty	Portland, OR
Design Intern		
August 2013 - May 2015	PNCA	Portland, OR
Applied Craft & Design Graduate Candidate		
May 2010 - August 2013	Intel Corp	Hillsboro, OR
Software Engineer - Cafe Development Team (QA)		
April 2008 - May 2010	Intel Corp	Hillsboro, OR
Validation Engineering Technician - PVE Client Performance		
August 2007 - April 2008	Intel Corp	Columbia, SC
Systems Validation Technician - IMCV (Integrated Memory Control Validation)		
April 2007 - July 2007	Media That Matters, LLC.	Columbia, SC
Graphic Designer/IT Administrator		

For further information please visit www.linkedin.com/in/reese-bowes-design

EDUCATION

2013-2015	Pacific Northwest College of Art / Oregon College of Art and Craft	MFA Applied Craft & Design
2006-2009	University of Phoenix	BS/Information Technology
2004 – 2006	University of South Carolina – Columbia, SC Degree N/A	BS/Graphic Design
2003 – 2004	College for Creative Studies – Detroit, MI Degree N/A	BS/Illustration
2002 – 2003	Winthrop – Rock Hill, SC Degree N/A	BS/Graphic Design
2000 – 2002	South Carolina Governor’s School for the Arts and Humanities Dual Pre-Professional Arts Diploma – Visual Arts	

EXHIBITIONS/PERFORMANCES

- Superpositions*, Disjecta Contemporary, Portland, OR: 2018
- Consilience*, Disjecta Contemporary, Portland, OR : 2018
- The Sunrise Plague [Reliqs] - 51 Anniversary*, S1 Library, Portland, OR : 2018
- Heather Perkins | Reliqs | Wallfacer - Sounds et AI, Ace Hotel, Portland, OR : 2018
- HYPERCAPITAL | RELIQS| WALLFACER| DISXIPLE 113, Holocene, Portland, OR : 2018
- SUBHARMONIC : A Sonic Arts Festival, PICA, Portland, OR : 2018
- Worn Dividends [Reliqs]*, Jack London Revue, Portland, OR : 2018
- Be Calm Prometheus [Reliqs]*, Leaven Community, Portland, OR : 2018
- WINDFRM | PATRICIA et CAMERON | DISXIPLE 113 | RELIQS, PNCA Mediateque, Portland, OR : 2016
- Furthermore*, Pacific Northwest College of Art – AC+D Gallery, Portland, OR : 2016
- Reliqs|Optic Echo - SIX PDX*, Pacific Northwest College of Art, Portland, OR : 2016
- Oregon Ballet Theatre Annual Gala* , Left Bank Annex, Portland, OR : 2016
- Oregon Symphony Annual Gala*, Portland Art Museum, Portland, OR : 2016
- The Fourth Wall*, Pacific Northwest College of Art – AC+D Gallery, Portland, OR : 2015
- Oregon Symphony Annual Gala*, Portland Art Museum, Portland, OR : 2015
- Reliqs - SIX PDX*, Pacific Northwest College of Art, Portland, OR : 2015
- Oregon Symphony Annual Gala*, Portland Art Museum, Portland, OR : 2014

SKILLS

Software

Adobe Creative Suite CC , Microsoft Office, Windows (all variants), Mac OS (all variants), Unix, DOS, Aptana, Axure, Omni Graffle, Rhino, Cinema 4D, Autodesk Inventor Professional, Keyshot, and 3Ds Max.

Hardware

Arduino - Pro Mini, Micro, Nano, Mega, and R3 Uno

Programming Languages

HTML5, Javascript, CSS 3, Perl, Python, Bash, XML, XSLT, and Processing

Design

Brand development, Illustration (traditional/electronic media), Web design, Web development, Interface design, Industrial Design

Other

Foley Audio production, Audio recording and post-production mastering, Videography, Digital Film editing, After Effects/Premiere/Final Cut Pro

INTERESTS

NWTA (Northwest Trail Alliance) member

IMBA (International Mountain Biking Association) member

CHIFOO – Computer Human Interaction Forum of Oregon

SCCA (Sports Car Club of America) Certified Pro 3 Driver